

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Aggressive style. May be 4 cards at 1-level with HHxx.
Raises are PRE, cue usually has 3-card support.
Jump cue over 1M = mixed
2NT = strong raise
Jump responses are FIT, double jump = splinter.
New suit F at 1, 3 level and 2 over 2; 2 over 1 = constructive NF
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 2 <sup>nd</sup> ; 17-19 4 <sup>th</sup> live.
Responses as to 1NT opening.
11-15 reopening.
Responses as to 1NT opening but 2♣ asks range and Ms.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak (usually 6+ cards)
2NT = two lowest unbid suits (then cue = game try, jumps PRE)
Reopen: Intermediate (about 11-15, 6+ cards). 2NT 19-21
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Cue = 2 highest unbid suits (any strong 2-suiter in 4 <sup>th</sup> )
Responses: cue FG agreeing major, 2NT = game try
Jump cue asks stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣ both majors, 2♦ one major, 2M suit plus minor, 2NT minors or any strong two-suiter.
After 2♣, 2♦ asks for longer M. After 2♦, M=P/C.
Double PEN v 14-16 or weaker. Dble by passed hand & v strong NT = 5m and 4M
<b>VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X=T/O. Over double of weak 2, 2NT = scramble, 3x = INV.
NT=NAT, system on (over 2NT), 4♣ Stayman, 4♦/4♥ =transfer, 4♠ = minors (over 3NT).
Leaping & Non-leaping Michaels, cue asks stopper v weak 2.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
v 1♣, X=MAJs, 1NT=MINs. Weak jumps. 2NT any two-suiter, usually 6-5 or better. v 1♣-1♦, X=Ms 1NT=ms.
v 2♣-2♦, X shows diamonds, 2♣-X = clubs
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX = 10+, PEN-seeking. 2NT = sound raise to 3+.
Raises are PRE, jumps are FIT

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partnership Suit	
Suit	4 <sup>th</sup> (2 <sup>nd</sup> from bad suits)	Same	
NT	4 <sup>th</sup> (2 <sup>nd</sup> from bad suits)	Same	
Subseq	Same	Same	
Other: King request count, ace requests attitude during play, and at trick 1 against pre-empts and 5+ level contracts. 6 <sup>th</sup> best if we have shown 5+.			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A(+) or AK(+) asks ATT	Usually AK, asks ATT	
King	KQ(+) or AK(+) asks CT	Asks CT/UNB	
Queen	QJ(+)	KQx(x), QJ(+) asks ATT	
Jack	(K)J10(+)	(A or K)J10(+)	
10	(H)109(+)	H109(+), 109(+)	
9	Shortage (9/9x) or Q/J98(+)	9x, Q/J98(+)	
Hi-X	Xx, xXx(+)	Xx, xXx(+)	
Lo-X	HxX, HxxX(+)	HxX, HxxX(+)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = ENC	Hi = Even	Hi = ENC/Even
Suit 2	Hi = Even	SP	SP
3	SP		
1	Hi = ENC	Hi = E but see below	Hi = ENC/Even
NT 2	Hi = Even	SP	SP
3	SP		
Signals (including Trumps):			
Mostly SP in trumps. Smith Peter on declarer's first lead v NT (H = ENC)			
1 <sup>st</sup> discard = ATT (then present count)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Emphasis majors, minors unclear. May be weak if shape-suitable.			
Reopening double may be a king weaker.			
After prepared 1♣/1♦ opener, may be balanced with 3+ in MAJs			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Most low-level doubles are T/O except when we have redoubled to show strength. If we have bid and raised a suit, MAX doubles apply. After a T/O double, responsive doubles apply to 4♦ and usually deny an unbid M (if both are unbid, doubles show none or both).			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: England</b>
<b>PLAYERS: Barry Myers, Sally Brock</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Five-card majors (except 3 <sup>rd</sup> ); 1♣ NAT or BAL 15-19; 1♦ 4+ ♦s
2♣ opening = weak 2♦, FG or 23-24 BAL
2♦ opening = weak only Multi, 2♥/♠ = NAT, 8-12
Initial actions fairly sound, not all 11 counts opened
1NT 12-14 (EXCEPT in 3 <sup>rd</sup> seat when 15-17)
Light 2 over 1s
Wide-range overcalls
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♣ NAT or BAL outside NT range
2♦ opening = Multi (weaker 2♥/♠ – can be passed)
2♥/2♠ opening = 'good' weak two (8-12 according to vul/pos)
3NT solid m and nothing 1 <sup>st</sup> & 2 <sup>nd</sup> , to play 3 <sup>rd</sup> & 4 <sup>th</sup>
Jump shifts: weak (except 1M – 3♣/♦)
<b>SPECIAL FORCING PASS SEQUENCES</b>
After (1NT) X (2m) pass is F (X is PEN)
If we bid to game constructively, pass is F
<b>IMPORTANT NOTES</b>
In high-level auctions, a new suit is assumed to show a fit for partner and may be only lead-directing.
<b>PSYCHICS: Almost never, no specific types</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND/ COMPETITIVE BIDDING
1♣	Yes	2	4♦	All strong NTs open 1♣ unless other 5-card suit or 4D.	Natural, bypass ♦s unless INV. 2♣=FG, 2♦=limit raise, 2♥/♠=weak, 3♣/3♦/♥/♠=PRE	1♣-2♣-2♦ fewer than 4C, 2NT=4Cs strong NT, others NAT + clubs 1♣-1x-1NT-2♣/♦ = ART checkback	2♣ constructive NF
1♦		4	4♣	Natural	Natural, limit raises, 2♥/♠=weak, 2NT=FG+fit, 3♣=limit raise, 3♥/♠/4♣=splinter	1♦-1x-1NT-2♣/♦ ART checkback	Fit jumps in competition
1♥		5 (4 in 3 <sup>rd</sup> )	4♦	Natural	1NT 5-9, 2/1=9+, 2♠=weak, 2NT FG +fit, 3♣/♦ = 3/4-card limit raise, 1♥-3♠/1♠-3NT = unspecified splinter, double jump = void, 1♠-3♥=weak	2-way Checkback 1♥-2♥ or 1♠-2♠, step 1 = game try, others=slammy	In competition: Fit jumps 2NT = 4-card limit raise Cue = 3-card raise
1♠		5 (4 in 3 <sup>rd</sup> )	4♦	Natural			
1NT			4♦	12-14 May have 6m, 5M May have singleton 15-17 in 3 <sup>rd</sup> seat	2♣ STAY, 2♦/♥/♠/NT=♥/♠/♣/♦ 3♣=5♣4♦, 3♦=5♦4♣, 3M=natural slam try, 4♣ Gerber, 4♦/♥ = ♥/♠	2♣-2♦: 2♥/♠=WEAK, 3♥/♠=5-5 Ms INV/FG. 2♠/NT-3♣/♦ QJx or better New suit FG after TRF, jump auto-SPL	Rubensohl after intervention
2♣	Yes	0		Weak 2♦, 0-9 HCP, or 23+ balanced or any FG	2♦ = waiting, then 2♥ = Kokish (23-24) 2NT = relay assuming weak 2♦, then 3♣ = any singleton (3♦ asks), 3♦ = MIN, 3♥/♠ = honour	2♣-2♦-2NT = 25+ 2♣-2♦-3♥/♠=4♥/♠+5♦	
2♦	Yes		2♠	Weak 2♥/♠, 0-8 HCP, often 5-card suit NV NAT in 4th	Bids of majors = pass or correct, 2NT relay, 3♣=♣ or ♥, 3♦=♦ or ♠, 4♣ says transfer major, 4♦ says bid major	2♦-2NT: 3♣=5-card suit, 3♦/3♥=♥/♠ (then 3♥/3♠=NF), 3♠=MAX + singleton (4♣ asks), 3NT = 2 top honours, others = ♥	
2♥		6		Good weak 2, 7-12 HCP	New suit = INV, 2NT = relay	2NT: 3♣ = side suit (3♦ asks), 3♦ = singleton (3♥ asks), 3M=MIN, 3OM=extras, 3NT=2 top honours, jump = 6-5	
2♠		6		Good weak 2, 7-12 HCP According to vul/position			
2NT			4♦	20-22 balanced	3♣ PUP STAY, 3♦ = ♥, 3♥ = ♠ 3♠ minors, 4♣/♦ = ♥/♠	2NT-3♣: 3♦=4M (then bid one not held), 3♥=no MAJ, 3♠/3NT= 5♠/♥	
3♣		6		PRE, new major NF NVvVul	3♦ asks for 3-card majors		
3♦		6					
3♥		6					
3♠		6					
3NT	Yes			Solid m, no side A/K 1 <sup>st</sup> & 2 <sup>nd</sup> To play 3 <sup>rd</sup> & 4th	4♣ P/C, 4♦ asks shortage		
4♣		7		Natural, PRE			
4♦		7					
4♥		7					
4♠		7					
4NT				Asks for specific aces		<b>HIGH LEVEL BIDDING</b>	
5♣ / 5♦				Natural PRE		RKCB (3041). Gerber over INT. DOPI.	
5♥ / ♠				Asks for A or K		Cues usually up the line	
						4NT is not RKCB when: no suit agreed; a raise of NT; a response to 4SF; in minor-suit auctions (4NT = good, 5m = bad).	